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Computer Animation 98. Proceedings , 1998

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 Proceedings of the 27th annual conference on Computer graphics and interactive techniques July 2000
 We present an object-space morphing technique that blends the interiors of given two- or three-dimensional shapes rather than their boundaries. The morph is rigid in the sense that local volumes are least-distorting as they vary from their source to target configurations. Given a boundary vertex correspondence, the source and target shapes are decomposed into isomorphic simplicial complexes. For the simplicial complexes, we find a closed-form expression allocating the paths of both boundary ...
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 Proceedings of the seventeenth annual symposium on Computational geometry June 2001
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- 4** Daniel Cohen-Or , Amira Solomovic , David Levin
ACM Transactions on Graphics (TOG) April 1998
Volume 17 Issue 2

Given two or more objects of general topology, intermediate objects are constructed by a distance field metamorphosis. In the presented method the interpolation of the distance field is guided by a warp function controlled by a set of corresponding anchor points. Some rules for defining a smooth least-distorting warp function are given. To reduce the distortion of the intermediate shapes, the warp function is decomposed into a rigid rotational part and an elastic part. The distance field in ...

10 View interpolation for image synthesis

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- 4** Shenchang Eric Chen , Lance Williams

Proceedings of the 20th annual conference on Computer graphics and interactive techniques September 1993

11 Collisions and deformations: Fast penetration depth computation

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- 4** for physically-based animation

Young J. Kim , Miguel A. Otaduy , Ming C. Lin , Dinesh Manocha
Proceedings of the ACM SIGGRAPH symposium on Computer animation
July 2002

We present a novel and fast algorithm to compute penetration depth (PD) between two polyhedral models for physically-based animation. Given two overlapping polyhedra, it computes the minimal translation distance to separate them using a combination of object-space and image-space techniques. The algorithm computes pairwise Minkowski sums of decomposed convex pieces and performs a closest point query using rasterization hardware. It uses bounding volume hierarchies, object-space and image-space c ...

12 Topology matching for fully automatic similarity estimation of 3D

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- 4** shapes

Masaki Hilaga , Yoshihisa Shinagawa , Taku Kohmura , Tosiya L. Kunii
Proceedings of the 28th annual conference on Computer graphics and interactive techniques August 2001

There is a growing need to be able to accurately and efficiently search visual data sets, and in particular, 3D shape data sets. This paper proposes a novel technique, called Topology Matching, in which similarity between polyhedral models is quickly, accurately, and automatically calculated by comparing Multiresolutional Reeb Graphs (MRGs). The MRG thus operates well as a search key for 3D shape data sets. In particular, the MRG represents the skeletal and topological str ...

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John L. Lowther , Ching-Kuang Shene
The Journal of Computing in Small Colleges October 2000
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Proceedings of the fifth symposium on Solid modeling and applications
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André Guézic , Gabriel Taubin , Francis Lazarus , William Horn

Proceedings of the conference on Visualization '98 October 1998

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Youichi Horry , Ken-Ichi Anjyo , Kiyoshi Arai

Proceedings of the 24th annual conference on Computer graphics and interactive techniques August 1997

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Lee H. Tichenor

ACM SIGCSE Bulletin , Papers of the 26th SIGCSE technical symposium on Computer science education March 1995

Volume 27 Issue 1

To demonstrate more advanced topics we have changed the focus of

to demonstrate more advanced topics we have changed the focus of our graphics assignments in our upper division C.S. majors course from strictly programming basic algorithms to working in existing software packages. In addition to three standard programming assignments in Pascal or C the students perform experiments and develop designs with L-grammar, fractal generator, morph, ray-tracing, and animation packages. Excellent and inexpensive versions of all these systems are available through ...

25 Triangulating topological spaces

77%



Herbert Edelsbrunner , Nimish R. Shah

Proceedings of the tenth annual symposium on Computational geometry
June 1994

Given a subspace $X \subseteq \mathbb{R}^d$ and a finite set $S \subseteq \mathbb{R}^d$, we introduce the Delaunay simplicial complex, DX , restricted by X . Its simplices are spanned by subsets $T \subseteq S$ for which the com ...

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